

THE RINGMASTER'S HUSBAND

HOW WELL DO YOU KNOW YOUR PARTNER?

DOUGLAS J COUGHLER

When a savage beast and gruff strangers attack a travelling circus, who will save the ringmaster's husband?



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ON THE COVER



A bestial claw is silhouetted against the moon.



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A NOTE FROM THE DESIGNER

The Ringmaster’s Husband is my first attempt at publishing an adventure module on my own, and my first ever publication using 5E. This module would not be possible without the help of the RPG Writer’s Workshop (<https://www.rpgwriterworkshop.com/>). I hope you enjoy this adventure as much as I did in building it. Please feel free to leave reviews and comments on DM’s Guild. Your feedback will only help me make even better adventures in the future.

I want to thank all those players who came to play in my imagination. Without you, I would not think I could make this module happen. I want to thank my family for letting me indulge in this crazy hobby.

And to you, the reader, I want to thank you for having a look. I hope you enjoy.

– Douglas J Coughler

ADVENTURE PRIMER



his adventure is intended to be run as a one-shot for a party of four to six adventurers, levels 5 to 7. Please note that parties with no means of doing magic damage will be greatly challenged in this adventure.

This adventure takes place on the outskirts of a town called Jardook's Junction. The town itself is not key to the adventure, so you may choose whichever location suits your campaign. The key elements required are a forest and a nearby river.

BACKGROUND

Mendel's Menagerie is a small but respectable travelling circus. They travel from town to town, setting up their tents in the outlying areas, and typically stay a few days before moving on to their next stop. By day, they run a small carnival; the sounds of bells and barkers filling the countryside as the wafting smells of fried foods and sweet delicacies drifts on the breeze. When the sun goes down, the main tent opens to visitors to provide heart-jarring sights; thrilling young and old alike. Daring acrobats, brave animal tamers, and hilarious clowns perform for the paying crowd until late into the evening.

The latest stop on their route has brought them to the quiet town of Jardook's Junction, a primary stop along the river for merchants and fishermen looking for a place to offload their wares or replenish their travelling supplies.

Lately, however, the normally anticipated circus has been victim to another, less savory reputation. A savage beast has been reported hunting in the woods and farmlands around the towns where the circus visits. So far, only livestock and wild game have been torn apart by this massive predator. But will the creature be content with only killing cows and deer, and what is its association with Mendel's Menagerie?

RUNNING THIS ADVENTURE

This adventure is broken down into three parts. Part One is the initial enlisting of aid from the players. Part Two follows with an extended skill challenge for the chase. Finally, Part Three features the rescue.

The adventure starts with the players attending the circus. The DM may wish to have the party partake of some of the games prior to the performance in the tent. They may refer to *Appendix C* for some suggestions of games the players may enjoy.

ADVENTURE HOOKS

For the adventure to get started, the players really need to be in the tent while the show is going on. Here are some ideas to get them into the tent, if needed:

- An NPC close to one of the PCs when the PC was younger was abducted by a cult in the middle of the night. The PC has heard a rumor that the cult has been active in this area and has been asking about the circus.

- The PCs have heard about the strange beast that seems to be following the circus and have arrived to investigate further.

THIS IS A NOTE FOR THE DM

Whenever you see a box like this, there will be notes for the Dungeon Master inside.

This is text for the players. This is text meant to be read to the players to provide flavor or valuable information.

CHAPTER ONE – THE CIRCUS IS IN TOWN

The party is in the main tent watching the circus when the scene begins.

The circus is a sight to behold. Dancing horses, aerial acrobats, and tamed beasts put on a dazzling display. The ringmaster, a human woman, appears in the center of it all. She seems in complete control with her hair tied back in an elegantly twisted braid. Suddenly, a large bear-like creature bursts out from the backstage area and takes a large swipe out of one of the dancing horses. Before you can react, the creature charges back out of the tent. The crowd and circus performers alike panic and begin fleeing the tent. The ringmaster tries to regain control but is knocked down by the now fleeing injured horse. Suddenly, three armed men dressed in hunting attire enter the tent from the same direction as the creature. The largest, a cold, grey-eyed wood elf, spots the ringmaster on the ground and approaches her. In a gravelly voice he yells, "WHERE IS MARKOV?"

"Leave us alone, you bastards! You can burn in Avernus before I help you! Markov will not be your prisoner again!"

One of the smaller men lets out a whistle to signal his leader. Without another word, the wood elf turns and his party leave the tent.

Kaylie Garent is the Ringmaster and leader of "Mendel's Menagerie", a travelling circus named after her father, Mendel Garent. She is a confident female human with red hair and freckles. Prior to taking over the circus, she was a minstrel and a dabbler in the arcane. She met her husband, Markov, a year ago and they quickly fell in love and married.

After the three armed strangers leave in pursuit of Markov, Kaylie will immediately start calling out for him. She discovers that Markov is missing and if the PCs approach her, she will ask the PCs for their help.

She explains that her husband Markov had been a prisoner of a cult that call themselves the Worshipers of the Tides. Eventually, he managed to break free from the Worshipers and avoided subsequent recapture. He met Kaylie while hiding from a Worshipper scout. He immediately fell madly in love with her.

She is fearless and strong, but the Worshippers of the Tides and the beast that attacked the circus are too much for her to handle alone. She thinks that the beast was sent by the Worshippers of the Tides to hunt them down.

She will not join the PCs in finding her husband as she feels obligated to remain to help those injured from the attack. She also explains that her magics are more in line for supporting and performing in the circus, and not in combat. She will offer the PCs a reward of 200 gp if they can rescue her husband and bring him home. She casts *minor illusion* to show the PCs an image of Markov.

Markov Flynn is a tall, muscular human in his early twenties, with a thick beard and hairy forearms. He is typically a quiet, gentle man. A tailor by trade, he maintains the costumes in the circus. He also helps with the heavy lifting, given his size, as well as some of the carpentry.

WHAT KAYLIE DOES NOT KNOW

Markov is cursed with lycanthropy. His mother was bitten by a werebear while she was pregnant with him. Her first turning, she went berserk and killed Markov's father. She died during childbirth before her second turning.

When he has 16, he woke one morning after a full moon to find himself covered in blood, his clothes torn and tattered. He was lying in his adoptive parents' room, their mutilated bodies on the floor beside him. Part of his mind broke at that moment, and he now has no recollection of the event, nor does he know he is a werebear. The Worshippers of the Tides caught up with him and essentially imprisoned him to keep him from hurting others until they could help him accept his gift and learn to control it. Due to his trauma, however, he refuses to accept the truth, to the point of blocking the memory of his captors trying to help him. To him, he is just a prisoner, although a well-treated one.

When Kaylie found him hiding from the scout, he immediately fell madly in love with her. It is likely that very love that has kept his secret hidden from Kaylie and the rest of the circus. His desire to protect her seems to have triggered an instinct that when he feels the pull of the moon, he makes his way to the outskirts of whatever town they are in. There, away from his love and the circus members that have become his new family, he unleashes the beast within. Before dawn, he makes his way back to return to his human form, waking with no recollection of the night's events and attributing his strange location as another bout of sleepwalking. As the circus has been approaching more densely populated areas, rumors of a large beast killing livestock have begun to follow the circus. Most recently, a few small parties from the Worshippers of the Tides have picked up his scent.

At least one party has attempted to quietly capture him during the day, while he was away from the circus. His sudden rage caused him to transform outside of the lunar cycle and decimate the unprepared party. He returned to his wife, remembering nothing of the fight, but for the fact that the Worshippers of the Tides tried to capture him, but he got away.

If the party search the backstage area, they will find Markov's sewing station. The area appears to have been ransacked, and a large claw mark gouges the underside of the table. Players who succeed on a DC 15 Intelligence (Investigation) or Wisdom (Survival) check will find the beast's tracks. If they succeed on the check by 10 or more, they will be quite certain that there are no tracks of Markov's leading away from his workbench. Markov either flew away, or there is something else going on.

CHAPTER TWO – THE HUNT BEGINS

You find no trace of Markov, although it looks as though the beast started his rampage at Markov's sewing bench. The beast's trail is much easier to follow. After exiting the tent, it charged into the thick woods nearby. Beams of moonlight pierce the thick canopy as the full moon shines overhead. The forest is eerily silent, as though even the creatures that normally own the night have sought shelter from the terrifying predator that now stalks these woods. Only the distant sound of the river can be heard.

Suddenly, the howl of a wolf breaks the silence, echoing throughout the woods. It is answered by other howls as the hunting party seems to have increased in size.

The hunt for Markov is an extended skill challenge. Each player must select a skill or ability they would like to use for the challenge. They each take turns describing what they would like to do to help the effort. The DM then decides what skill they should use (if they did not suggest one explicitly) and determines if the player's suggestion merits any boons such as an inspiration dice or advantage. The player then rolls the appropriate check. If they succeed, then it is the next player's turn. If they fail, the DC is increased by 3 as the individual they are hunting gains ground and they must hurry more to catch up. They also earn a consequence. The DM may select a consequence or roll randomly for one from the chart below. Once the consequence has been resolved, the next player proceeds.

Once a player rolls, they may not roll again until everyone else has gone. Also, a player may not use the same skill or ability twice during the challenge. They may also not use the same skill as another player in the same round.

The initial DC of the challenge is 12. The challenge should last long enough for every player to go at least once. The DM should feel free to add or remove checks as needed. If all party members succeed on their respective checks, the DM may want to give them another round of checks. If they fail several challenges in a row, the DM may wish to complete the challenge early to help preserve the party's resources before the final encounter.

AN EXAMPLE CHALLENGE

Ed, Fred, and Zed are in pursuit of Markov and the hunters who are after him. Fred, hearing there is a river nearby, wants to cast Enlarge/Reduce on a large leaf and use it like a raft to float down the river and try to head them off. His DM asks him to succeed on a DC 12 Intelligence (Arcana) check to find the right leaf that is big enough and shaped well enough to do the job. She also grants him an extra d4 on the roll for the creative idea. Fred rolls a 19 and the party are now floating down the river.

Zed decides to go next. He is proficient in swimming and so suggests he go into the water and push the raft to make it go faster. The DM asks him to succeed on a DC 12 Strength (Athletics) check. Zed rolls a natural 1, giving him only a total of 7. The DM tells the party that they've been attacked by a swarm of insects that they must eliminate before proceeding. After a brief combat, the party defeats the insects, but Fred loses concentration in the fight and the party swim their way to the shore.

Ed, a hunter himself, asks to use his survival skills to pick up the trail again. The difficulty has increased since Zed failed his challenge, so the DM asks him to succeed on a DC 15 Wisdom (Survival) check. Ed rolls a 22 and the party picks up the trail again.

CHALLENGE FAILURE CONSEQUENCES

1d6 Consequence

- 1 A pack of 1d4 **wolves** attack the party
- 2 A swarm of insects (wasps) attacks the party
- 3 The party moves through a patch of *yellow mold*.
"Yellow mold grows in dark places, and one patch covers a 5-foot square. If touched, the mold ejects a cloud of spores that fills a 10-foot cube originating from the mold. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. Sunlight or any amount of fire damage instantly destroys one patch of yellow mold."
Dungeon Master's Guide, Ch. 5 – Dungeon Hazards
- 4 The party falls down a slope through thick branches and thorns. Each member must succeed on a DC 15 Dexterity (Acrobatics) check or take 6 (2d6) bludgeoning damage. Those who succeed take half.
- 5 No additional consequences.
- 6 Roll twice on this table, ignoring any sixes.

CHAPTER THREE — MARKOV IS FOUND

At last, you come to a clearing in the woods. The river flows along the south side; the only sound in the otherwise still night. To the East, you see a cave set on a rocky patch. On the ground in front of the cave, lies a humanoid that closely resembles Markov Flynn.



If the party used the river during their challenge, they will emerge from area 4 on the map. Otherwise, they will enter the clearing from area 1. If the party is still tracking the large bestial paw prints, they may make attempt to succeed on DC 15 Intelligence (Investigation) or Wisdom (Survival) check. If they succeed, the party will discover that the tracks lead to the log then disappear abruptly. If anyone in the party succeeds on a DC 15 Wisdom (Perception) check, they will notice a small dart stuck in Markov's shoulder. When they approach within 30' of Markov, Daegal and his crew emerge from the woods at area 2.

As you approach the prone form of Markov, the large man from the circus and his allies enter the clearing from the North entrance.

"Walk away, you lot.", he growls at you. "This is none of your concern. Walk away before you have to be dealt with."

The large man is named Daegal Variel. He is a cold, grey-eyed wood elf. He keeps his grey/brown hair tied back, revealing a long scar (one of many) that crosses his left eye. There is no trace of the mischievous woodland fey that most of his kin typically bear. Daegal is a merciless hunter at the core, and only allows himself a smile when his quarry is secured.

Daegal is a high-ranking member of the Worshippers of the Tides and a werewolf. The Worshippers of the Tides are a group of lycanthropes, and as the tides are influenced by the moon, so too are they. One of their primary missions is to take in other newly transformed lycanthropes. They explain to them their newly found powers, and either cure them if they see the gift as a curse or teach them how to master it. They also work to control or eliminate any threat to more peaceful lycanthropes. For instance, if a wereboar is going on a rampage and terrorizing villages, they may capture or destroy it to keep it from spreading the curse or bringing attention to an innocent family of wererats living nearby. Or, if an angry mob is hunting after an innocent

werewolf for no other reason than it is a lycanthrope, they may misdirect or lead the mob away to allow the werewolf to get away without a confrontation.

Daegal has been tasked with bringing Markov back to the Worshippers so that he may learn to fully control his gift. As the Worshippers of the Tides' prime directive is to maintain secrecy, they will not give away the fact that Markov is a

ROLEPLAYING DAEGAL AND HIS MEN

Daegal is a fierce and fearless warrior. He will kill the party in order to capture Markov and keep him from hurting or infecting anyone else.

Daegal and his men will not reveal their true nature unless they see no other choice. Daegal will rely heavily on his *Call of the Wild* ability to keep the PCs busy while he and his men tie up and restrain Markov. If they are forced to transform into either their beast or their hybrid forms, they will show no quarter to the party. They will also avoid using their bite attacks to avoid passing on their curse to anyone else.

Should Daegal be defeated, Horus will drop out of his form within 60 feet of Daegal and hide (Stealth +8). He will then, on his next turn, cast *healing word* to revive him and *message* to tell him to stay still.

werebear, even to his own wife. To them, once Markov is in control of his gift, he is free to return to his wife and share his secret with her at his discretion. Daegal will offer no explanation of his actions if pressed. His two companions are **wererats**. One of them carries a blowgun, which was used to incapacitate Markov and transform him back to his human form. Hiding transformed in a tree is also a bard **wereraven** named Horus. Horus will not join in the fight, staying in raven form unless Daegal is knocked unconscious.

If the party decides to help Daegal, he may, on a successful DC 16 Charisma (Persuasion) check, be cautiously convinced to let them assist his hunting party. Otherwise they will fight until one of the two groups is defeated.

MARKOV REVEALED!

If Daegal is knocked unconscious, he will cry out to the party, "Fools! The beast must be controlled!", then collapse.

Regardless of whether the party helps or defeats Daegal, read the following when they approach Markov:



As you all survey the area, the clearing lights up unexpectedly. You look up in time to see the last of a large cloud casually drift by, revealing a large, bright, full moon, in all its glory. The moment of beauty is immediately shattered as a spine-chilling roar is heard. All eyes turn to see Markov, standing with a feral look in his eyes. The dart that was in his shoulder is in his hand for only a moment before he throws it to the side.

His body convulses, and the sickening sound of bones shifting, and snapping, and reforming breaks the night air. Flesh and muscle rip and tear as his body expands and grows. His face elongates and his neck thickens. Brown mangy fur bursts through his skin and his clothes are destroyed by his enlarged form.

As his transformation ends, the creature that was once Markov Flynn roars once more, his human form replaced by a hulking savage-looking bear.

Unlike Daegal, Markov is not in control of his transformation. He is an animal fighting for his freedom and will not be worried about his bite infecting anyone. If the party joined forces with Daegal, then the initial roar they heard will have been Markov's own *Call of the Wild* ability and two **cave bears** will immediately join the fight. If Daegal's companion with the blowgun is not incapacitated, Markov will attack him first.

The wererat's darts are coated with a derivative of the *Blood of the Lycanthrope Antidote (Infernal Machine Rebuild, pg 94)*. When injected with it, any lycanthrope must succeed a DC 13 saving throw or be knocked unconscious for 15 minutes. They will also revert to their humanoid form.

EPILOGUE

IF THE PARTY IS DEFEATED BY DAEGAL'S PARTY

The surviving members of the party will awaken to find Daegal's party and Markov gone. They will not be able to pick up the trail. If they return to Kaylie, she will be crushed but thankful for the party's efforts. She will offer them half of the promised 200 gp. The DM may decide at this point whether she offers them an even bigger reward to go after the Worshippers of the Tides.

IF THE PARTY IS DEFEATED BY MARKOV

Normally, Daegal and Horus would finish the party off to protect their secret and ensure they were not infected. If this is too harsh for your game, then you may have Daegal and Horus either revive the whole party, or at the least ensure that those who succeed in their death saves are not infected. They could then try to enlist the survivors to help them capture Markov, or simply send them on their way after swearing them to secrecy.

IF THE PARTY KILL MARKOV

Daegal and Horus will remain hidden unless one of the party members are bitten by Markov. If one is bitten, Daegal will approach the party with his hands in the air for surrender. He will then explain Markov's true history. Horus will use *Blood of the Lycanthrope Antidote* to cure any cursed party members. Then they will leave the party.

Kaylie is distraught at the news but offers the party the full reward she promised. She also offers a silver dagger worth 200 gp that Markov once gave her. Markov never knew why he gave the dagger to her, but she guesses that subconsciously he was giving it to her so she could protect herself from his beast form.

IF THE PARTY INCAPACITATE MARKOV

Daegal and Horus will approach the party with their hands in the air for surrender. Daegal will explain Markov's true history. Horus will use *Blood of the Lycanthrope Antidote* to cure any party members that were bitten during the fight.

Daegal will insist that the party give up Markov to him so he can help Markov learn to control his beast form. If the party refuse, Daegal will explain that the Worshippers of the Tides will continue hunt for Markov in order to protect those around him. At that point Horus will speak up and suggest that perhaps Kaylie might be told the truth and could come with them to help break through the mental walls that Markov has built up:

- If the party agrees, then they return to the circus with Markov still unconscious. Kaylie does not believe the story at first, but Horus, the more diplomatic of the two lycanthropes convinces her. Kaylie leaves the circus in the charge of one of her underlings and agrees to accompany her husband. Before she goes, she pays the group their reward of 200 gp.
- If the party does not agree, Daegal tells them that they have been warned, and the next hunting party will be even larger and better equipped. They allow the party to return to the circus. Kaylie does not believe the story and insists that the dart must have caused the transformation, not reverted it. She pays the party their gold and send them on their way. A month later, the party hears news of a circus having been torn to shreds by a savage beast. Dozens of spectators and performers were killed. The strangest part of the story is that the beast bit the ringmaster, severely wounding her, but then stopped and instead carried her away. Neither the ringmaster nor her husband, a tailor by trade, have been seen since.



APPENDIX A: MONSTERS AND NPCs

KAYLIE GARENT

Medium humanoid (human), neutral good

Armor Class 12 (unarmored)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws DEX +4 WIS +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses Passive Perception 15

Languages Common, Elvish

Challenge 2 (450 XP)

Spellcasting. Kaylie is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Kaylie has following bard spells prepared:

Cantrips (at Will): *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *cure wounds*, *disguise self*, *feather fall*, *healing word*, *speak with animals*

2nd level (3 slots): *detect thoughts*, *invisibility*

Song of Rest. Kaylie can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). Kaylie can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Kaylie's next turn.

ACTIONS

Whip. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

MARKOV FLYNN

Medium humanoid (human, shapechanger), neutral good

Armor Class 10 In Humanoid Form, 11 In Bear and Hybrid Form

Hit Points 135 (18d8 + 54)

Speed 30 ft., 40 ft., climb 30 ft. in bear or hybrid form

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +7

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Passive Perception 17

Languages Common (can't speak in bear form)

Challenge 5 (1,800 XP)

Shapechanger. Markov can use his action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into his true form, which is humanoid. His statistics, other than his size and AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Keen Smell. Markov has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. In bear or hybrid form, Markov makes two claw attacks or one bite attack.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Call of the Wild. As a bonus action, Markov can let out a long, guttural growl and 1d2 **cave bears** will appear to aid him. They arrive at the top of the round from a random direction 40 ft. from Markov and are immediately entered into the initiative order.

DAEGAL VARIEL

Medium humanoid (human, shapechanger), neutral good

Armor Class 11 In Humanoid Form, 12 In Wolf and Hybrid Form

Hit Points 58 (9d8 + 18)

Speed 30 ft., 40 ft. in wolf form

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. Daegal can use his action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. His statistics, other than his size and AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Keen Hearing and Smell. Daegal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. (Humanoid or Hybrid Form Only). Daegal makes two attacks: two with his shortsword (humanoid form) or one with his bite and one with his claws (hybrid form).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Shortsword. *Melee Weapon Attack:* +4 to hit/ *Hit:* 5 (1d6 + 2) piercing damage.

Call of the Wild. As a bonus action, Daegal can let out a long, haunting howl and 1d4 **wolves** will appear to aid him. They arrive at the top of the round from a random direction 40 ft. from Daegal and are immediately entered into the initiative order.

Leader of the Pack. In the first round of combat, Daegal may use his bonus action to grant all allies within 30 ft. the *Pack Tactics* Ability. This ability may only be used once per long rest.

Pack Tactics. The creature has advantage on an attack roll against an opponent if at least one of its allies is within 5 feet of the opponent and the ally isn't incapacitated.

The Beast Within. As a bonus action, Daegal can call out and allow any lycantroupe ally within 60 feet to immediately use their Shapechanger ability as a reaction. Allies that cannot hear Daegal or have already used their reaction are not affected.

HORUS

Medium humanoid (human, shapechanger), chaotic good

Armor Class 12

Hit Points 31 (7d8)

Speed 30 ft., fly 50 ft. in raven and hybrid forms

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	13 (+1)	15 (+2)	14 (+2)

Skills Insight +4, Perception +6

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Passive Perception 16

Languages Common (can't speak in raven form)

Challenge 3 (575 XP)

Spellcasting (Human or Hybrid Form Only). Horus is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Horus has following bard spells prepared:

Cantrips (at Will): *message*, *vicious mockery*

1st level (2 slots): *comprehend languages*, *dissonant whispers*, *healing word*, *speak with animals*

Shapechanger. Horus can use his action to polymorph into a raven-humanoid hybrid or into a raven, or back into its true form, which is humanoid. His statistics, other than his size and AC, are the same in each

form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Mimicry. The wereraven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

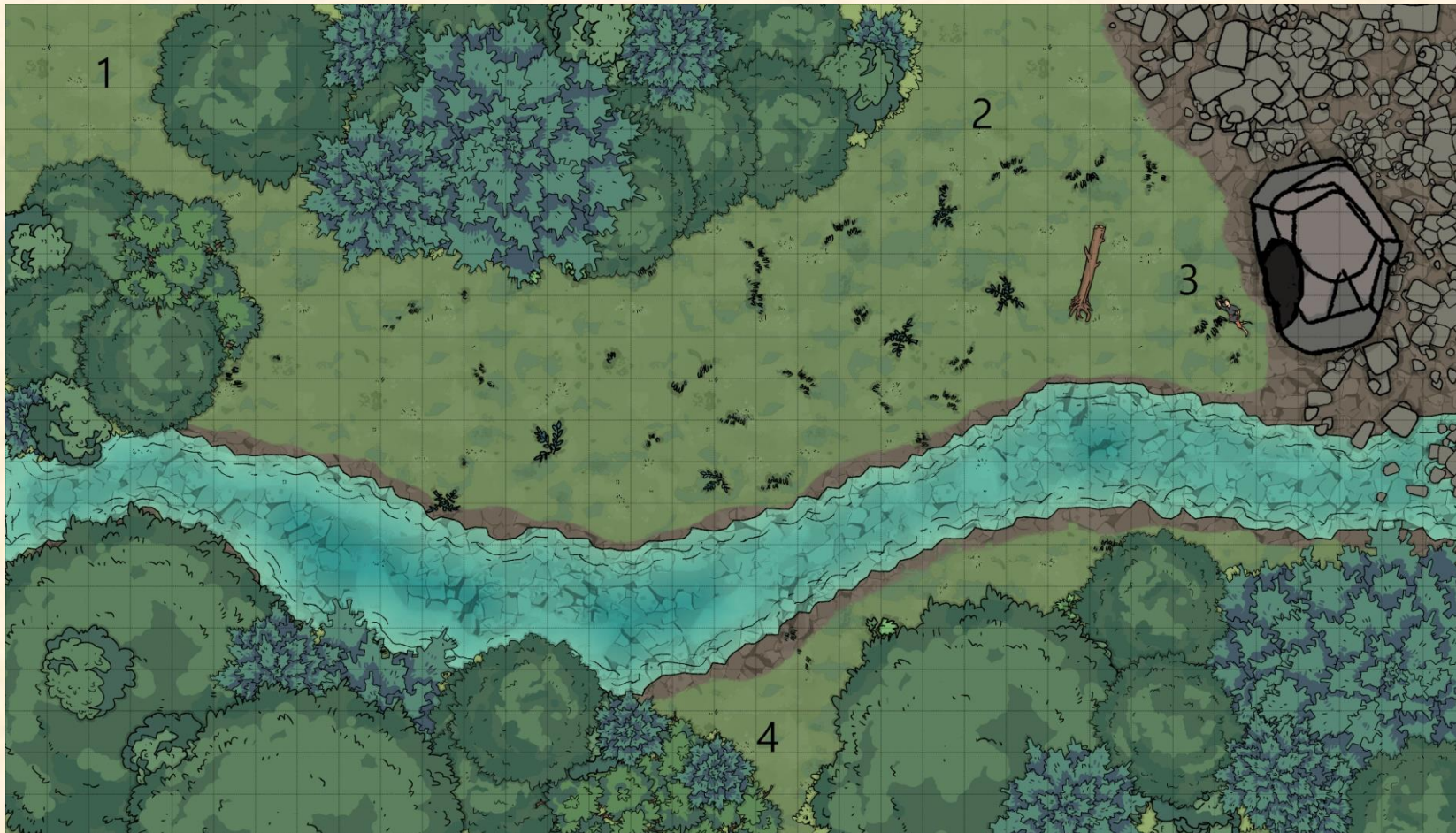
Multiattack. (Humanoid or Hybrid Form Only). Horus makes two weapon attacks, one of which can be with its hand crossbow.

Beak (Raven or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage in raven form, or 4 (1d4 + 2) piercing damage in hybrid form. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with wereraven lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

APPENDIX B: CAVE MAP



"Cave Map" created by Doug Coughler using "DungeonDraft" by Megasplot (<https://dungeondraft.net/>)

1 grid square = 5' x 5'

APPENDIX C: CARNIVAL GAMES

Here are a few examples of carnival games the players can play while they wait for the show to begin. If the players attempt to cheat through magic or trickery, they will be banned from that game for the rest of the circus' stay at the current location. Players may attempt to cheat by succeeding in a DC 17 check: Dexterity (Sleight of Hand), Dexterity (Stealth), or Charisma (Performance). The carnival workers are seasoned professionals and are accustomed to spotting cheats. If the worker is actively checking for foul play, they may roll an opposed Wisdom (Perception) check with a +7 against the player's result to succeed.

SHOOTING GALLERY

The shooting gallery consists of a booth with several benches. Running back and forth from one end of the bench to the other are runners with targets strapped to their heads.

The players may spend 1 cp per arrow, but they must use the bow and arrows provided. These bows and arrows are such low quality that players roll with disadvantage to hit the targets. Each target has an AC 17 due to the quality of the bow. If the player rolls a one, the AC increases to 20 for the next three shots as the runners become nervous about being hit and start to move erratically.

Each target hit will award the player with a trinket from the **Trinkets** table in the *Player's Handbook*. Five trinkets may be traded in for 1 sp.

TRENCHCOAT JOUSTING

A jousting list has been set up to one side. Several individuals can be seen rubbing bumps and bruises as they walk away from the game. Two tall, unusually lanky humanoids run at each other holding sticks. They collide in the middle, causing a group of loud spectators at the side of the list to roar as you see one of the combatants seemingly break into two people as the top half falls to the ground with a jarring thud. As the other team is declared the winner, you see the raucous bunch frantically exchanging coins as bets are paid and rewarded.

This game was inspired by three kobolds in a trenchcoat. The game requires two teams of two. Each team is placed at one end of a jousting list field and must remove their armor. One team member climbs onto the shoulders of the other. The bottom player is referred to as the mount, and the top player as the knight. The knight puts on a long coat, effectively blinding the mount. The knight is then handed a long pole, spun around several times, and pushed towards the opposing team.

At the start of the match, the mount must succeed on a DC 10 Strength (Athletics) or Dexterity (Acrobatics) saving throw or fall prone. The opposing team gains a point and

the next turn begins. The knight then chooses to either make a knock-down (Strength) strike, or a precision

JOUSTING EXAMPLE

Grenda, the goliath wizard, and the half-elf monk Farsaw enter the jousting event. Farsaw climbs onto Grenda's back. Their opponents are a female human and a male half-orc. They take their places and begin.

In the first round, the half-orc trips and falls, giving Grenda and Farsaw two points.

For the second round, Farsaw decides to use a knock-down strike. The human chooses a precision strike.

Farsaw rolls to attack. As a monk, he is not proficient with lances so he can only add his Strength modifier. He rolls a 15, plus +1 for his Strength. The human only has a +1 on her Dexterity, so her AC is only 11. Farsaw connects with a solid blow.

At the same time, the human rolls a 12, plus her Dexterity modifier of +1, for a total of 13. Farsaw only has +2 to Dexterity, so normally that would be a hit. However, because Farsaw is a monk, he can use his Unarmored Defense monk ability, allowing him to add his Wisdom modifier to his as well. This brings his AC to 14. Farsaw nimbly dodges out of the way of the makeshift lance.

Once the attacks have been resolved, it is time to check to see if anyone fell of their mounts. Farsaw used a knock-down strike, so the half-orc must try to hang on to his rider. Falwin rolled a 16 to hit, so the half-orc must succeed on a DC 16 Strength (Athletics) save to keep his rider from falling off. He rolls an 18 to avoid giving them two points, but Farsaw and Grenda still get a single point for the hit. Grenda and Farsaw win the match up with three points and collect their prize.

(Dexterity) strike. The knight attempts to strike the opponent using the appropriate stat bonus. If the knight is proficient with lances, they may add their proficiency bonus.

The opposing team does the same. The knights are unarmored, although racial or class armor bonuses apply. The attacks occur at the same time. If the knight successfully hits his opponent, the opposing knight must roll to see if she is unmounted.

If the attacking knight used a strength attack, then the defending mount must make a successful Strength (Athletics) check to keep hold of her rider. If the attacker used a Dexterity attack, then the defending knight must make a successful Dexterity (Acrobatics) check to maintain their balance. The DC in both cases is equal to the final attack roll of the attacker after all modifiers are applied.

One point is awarded if the opposing knight is hit, but not dismounted. Two points are awarded if the knight falls off his mount either due to a hit or the mount tripping and falling over. Targeting the mount is considered a foul. The team whose mount is targeted receives one point for the round and no further points are awarded that round. The first team to three points wins. In the case of a tie, the joust continues until one team ends the round with more points than the other.

Entry into the game is 3 cp per team, with the winning team getting 5 cp. This game is very prone to betting, especially amongst the spectators. See the Joust Round Tracker below for help tracking the round.

STAGE BATTLE

A small stage is set up in the corner of the activities. Two competitors stand on the stage as a moderator yells through a cone over the din of the crowd. The verbal battle begins as the performers tear into each other with their words.

This competition uses opposed Charisma (Performance) checks to determine a winner. Each round, both competitors roll Charisma (Performance) check, with the higher roll taking the lead. In the case of a tie, the lead is maintained, and the combatants go again. The first competitor to win a round while in the lead, wins the competition.

DM NOTES

This competition is essentially a rap battle or an insult contest. Players should be encouraged to roleplay their performances by rewarding the player with a bonus. Some good examples could be:

- Giving the player a bonus to their roll or even Advantage.
- Giving their opponent Disadvantage in the next round because they are so overwhelmed by the player's verbal prowess.

If you feel as though you are ill-equipped to roleplay the players' opponents, there are many generators available online. Search for "Vicious Mockery Insult Generator" or "rap generator" with your search engine of choice to find examples.

Entry into the competition is 3 gp. The prize for winning is 5gp. Much like the jousting, there is a healthy amount of side betting at this event to make the results more financially interesting.

JOUST ROUND TRACKER

Use this chart to help track each round of the joust. If the players are jousting NPCs, the NPCs have +2 on all rolls, and an AC of 12.

ROUND 1	Team 1	Team 2
Mount Check to Stay Up (Pass/Fail)		
Attack Type? (Dex/Str)		
Attack Roll		
Hit? (Y/N)		
Unmounted? (Y/N)		
ROUND 2	Team 1	Team 2
Mount Check to Stay Up (Pass/Fail)		
Attack Type? (Dex/Str)		
Attack Roll		
Hit? (Y/N)		
Unmounted? (Y/N)		
ROUND 3	Team 1	Team 2
Mount Check to Stay Up (Pass/Fail)		
Attack Type? (Dex/Str)		
Attack Roll		
Hit? (Y/N)		
Unmounted? (Y/N)		

WHO HUNTS THE HUNTERS?

A circus rolls into town with a dark secret in tow. A savage beast seems to be stalking their every movement. But the circus' ringmaster is convinced the arrival of the beast is no accident. When the creature attacks the circus midperformance and savage hunters are looking for her husband, she asks the party for help.

A Tier 2 adventure for 4-6 players.

